Jan Derboven

List of Publications by Year
in descending order

22 papers	265 citations	8 h-index	12 g-index
25 all docs	25 docs citations	25 times ranked	311 citing authors

#	Article	IF	Citations
1	A Personal Health System for Self-Management of Congestive Heart Failure (HeartMan): Development, Technical Evaluation, and Proof-of-Concept Randomized Controlled Trial. JMIR Medical Informatics, 2021, 9, e24501.	1.3	19
2	Proof-of-concept trial results of the HeartMan mobile personal health system for self-management in congestive heart failure. Scientific Reports, 2021, 11, 5663.	1.6	13
3	Design trade-offs in self-management technology: the HeartMan case. Behaviour and Information Technology, 2020, 39, 72-87.	2.5	10
4	Human Agency in Self-Management Tools. , 2019, , .		5
5	A Personal Decision Support System for Heart Failure Management (HeartMan): study protocol of the HeartMan randomized controlled trial. BMC Cardiovascular Disorders, 2018, 18, 186.	0.7	19
6	mhealth and psycho-physical well-being. , 2018, , .		1
7	Appropriating virtual learning environments: A study of teacher tactics. Journal of Visual Languages and Computing, 2017, 40, 20-35.	1.8	21
8	The GLID method: Moving from design features to underlying values in co-design. International Journal of Human Computer Studies, 2017, 97, 116-128.	3.7	24
9	NewSchool. , 2016, , .		3
10	Playing educational math games at home: The Monkey Tales case. Entertainment Computing, 2016, 16, 1-14.	1.8	16
11	The Fun and the Serious in an Educational Game. , 2015, , .		0
12	Multimodal Analysis in Participatory Design with Children. , 2015, , .		10
13	Designing voice interaction for people with physical and speech impairments. , 2014, , .		17
14	ALADIN. , 2014, , .		3
15	Kilowhat? A multidisciplinary approach on the development of a home energy management system. Behaviour and Information Technology, 2013, 32, 1086-1104.	2.5	7
16	Researching user interpretation beyond designer intentions. , 2013, , .		5
17	Mapping Participatory Design Methods to the Cognitive Process of Creativity to Facilitate Requirements Engineering. , 2013, , 221-241.		0
18	Household Energy Use and Creating Awareness: Opportunities for ICT. , 2012, , .		1

#	ARTICLE	IF	CITATIONS
19	Semiotic analysis of multi-touch interface design: The MuTable case study. International Journal of Human Computer Studies, 2012, 70, 714-728.	3.7	24
20	Designing for collaboration: a study in intergenerational social game design. Universal Access in the Information Society, 2012, 11, 57-65.	2.1	38
21	Comparing user interaction with low and high fidelity prototypes of tabletop surfaces. , 2010, , .		16
22	A Multi-disciplinary Approach towards the Design and Development of Value+ eHomeCare Services. Series in Biomedical Engineering, 2009, , 243-267.	0.5	4